After all parameters are inputted into the form:

1. Ant makes 3 random moves within the range it is given.

* If it moves closer to the destination, a pheromone value (as set in the form) is added. If moved away from the destination, a pheromone value (as set in the form) is taken away.

1. A certain percentage (as set in the form) follows the ant with the highest pheromone value (who gets to make a random move), and the other portion, makes another random move.
2. If an ant reaches the destination, it will stop making any further moves.
3. After all ants have reached the destination, a graph and a table are generated, along with an explanation of each move the ant has made.